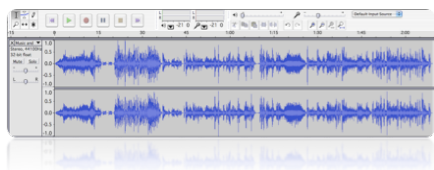


# Teaching Music Using Technology (And Not The Other Way Around)

2011 IMEA Session Proposal

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With so much technology available to both the music teacher and music student, there is a danger that more time will be spent learning the technology than actually applying it to the study of music. This interactive session will focus on helping teachers find ways to design projects that effectively utilize programs like Audacity and Rock Band without requiring the students to spend excessive time simply learning how to use the software. By deciding on musical concepts before deciding on the appropriate technology, teachers can ensure that students will learn more than a skill on the computer, but the lifelong musical concepts that all of our students should take with them when they leave our classroom. This clinic will demonstrate this idea by presenting two fully developed unit ideas for the music classroom.



The “Music as Identity” project has students use Audacity to create short “NPR-style” audio essays – layering their own narration with a selection of songs they have chosen that help illustrate their own musical identity. The project is designed to help students discover the role that music plays in shaping their life and the lives of others. The students learn how to use Audacity through creating their finalized audio project.

The presentation will include completed student work, explanation of the reflection process, tips for keeping students engaged throughout the process, suggested readings for teacher and student, and options for low-cost recording hardware.

The “Meet the Beatles” project focuses on *Sgt. Pepper’s Lonely Hearts Club Band* - the seminal 1967 album by The Beatles, dubbed by Rolling Stone magazine the “#1 Album of All-Time”. However, the project could focus on any album chosen by the teacher or the class.



The “Meet The Beatles” project teaches and/or reinforces concepts learned in any music theory or music appreciation classroom by asking the students (and teacher) to answer the following questions:

- 1) Should *Rolling Stone* have named *Sgt. Pepper’s* the greatest album of all-time?
- 2) Are the 2009 digital remasters worth purchasing or are they simply a way for The Beatles to have consumers buy music they already own?
- 3) Will the game *The Beatles: Rock Band* have any impact on future generations’ appreciation of the band?

Unit components that will be presented include how to:

- Teach students to use Audacity to create visualizations that they use to create maps of song structure and recording techniques.
- Use the vocal harmonizer function in *The Beatles: Rock Band* to introduce students to two and three part vocal harmonies.
- Use Audacity to create “American Idol” mixes of their assigned song – approximately 1 ½ - 2 minutes in length.
- Introduce listening concepts through the in-depth comparison of the 1967 original tracks and the 2009 remastered versions.

The session will include an interactive discussion session to help teachers implement these concepts in their own classrooms. Attendees will receive handouts with steps on how to create visualizations in Audacity and examples of the “maps” the students created from them. A larger packet can be put online so that conference attendees may download more information to help facilitate further learning.

